**********THE WAND BY WIZARD SOFTWARE**********

The Wand is one of a range of products for the Commodore Plus 4 / C16. It allows you to convert a large number of games from cassette to disc. Having all your software on disc is much more convenient than using many tapes. It also allows the loading of games at a much faster rate than tape will allow. We are sure The Wand will help you to enjoy the full potential of your disc drive.

We would like to point out that whilst The Wand converts a large number of games it will not cater for all software. We have never claimed it will convert all games but we hope it will convert all your favourite software.

The Wand comes in two parts - The suite of programs on the disc and "The Spell sheet". The programs on disc will automatically convert a large range of software. However it was decided that some programs are better converted manually using the simple instructions on the Spell sheet. The reasons are as follows (a) Economy of disc space (some manually converted programs take up less room) (b) Complexity of loading - (Some programs coverted automatically would have to be saved in many parts making loading complex for the user). (c) It requires no converting software and therefore is quicker and simpler.

We would like to draw to your attention that copying games other than your own may be seen as an illegal act by the authorities.

1) Loading The Wand - The Wand is set up to load automatically.

(a) Insert the disc

(b) While holding down the Commodore key (bottom left) push the run/stop key.

(c) Loading should progress automatically.

(d) When loading is complete insert a formatted blank disc or a partially full disc on which to put your converted program.

2) Using The Wand

(a) Push the space bar to advance through the list of programs. Notice there are two powerful general programs in the list - One for standard / Commodore loads (blank screen, no stripes or picture) and one for Novaloads without pictures (this will only deal with "grey screen with title" Novaloads)

(b) When you have selected your choice push the return button. You will asked to confirm if your choice is correct.

(c) Either one of two things will happen. If it tells you to refer to the manual then consult the Spell book for advice. Otherwise you should be faced with a blank screen and a blue border. A Blue border indicates you should insert the tape and push play. Words are not used as some programs load over the screen area.

(d) When the program or part program has loaded the border will turn red indicting that the program is saving to disc.

(e) When the process is complete most Novaload games will automatically run.

(f) However the process of converting any standard load program will continue forever. You must decide when all the possible parts have been backed up (e.g. the end of the tape is reached.) You can then reset the computer.

3) Loading a converted program

(a) Reset the computer
(b) If the program was a fast loading program (e.g. Novaload) then enter the monitor by typing MONITOR (return). Now load the program by typing L "program name..." 08. (return). To run the program type G 1000 (return). The "sys" number will be different if you used the Spell book.
(c) If the program is stored in several parts (like many standard load programs) then you will need to load the DISC CONVERTER first. i.e. LOAD "DI*",8,1. Once loaded type RUN. The program diverts any load requests to the DISC and will new itself after running. Now load the first part of your program e.g. LOAD "program name....",8,1 and RUN as usual or follow program instructions. (e.g. SYS 1536 for Daley Thompsons star events)
(d) Commando is an exception. It saves in two parts called (i) Commando and (ii) Game. To load and run Commando use... LOAD "GAME",8,1 and then SYS 4109.

**********SPELL BOOK**********

This part of the manual shows you how you can simply back up several games "by hand".

1) Load your game as usual. It should be allowed to run as normal.
2) Hold down the run/stop key and push the reset button (on the right hand side of the computer). You should now be in monitor mode.
3) Insert a disc with free space on it.
4) Save off the code to disc using S "filename...." 08 XXXX YYYY. The XXXX and YYYY are obtained from the table below. e.g. S "BIG MAC" 08 1000 4000 (return).

5) To load code saved in this way, reset the computer and enter the monitor by typing MONITOR (return). Next type L "program name...." 08 (return). When the program has loaded type G followed by the SYS number given in the table below. e.g. L "BIG MAC" 08 (return). G 1B58 (return)

******GAME******	XXXX	YYYY	SYS number
BIG MAC	1000	4000	1B58
MR PUNIVERSE	1000	4000	1AF4
ROCKMAN	1000	4000	1CC7
RETURN OF ROCKMAN	1000	4000	1010
XARGON WARS	1000	4000	1C80
BLAGGER	1000	4000	241A
TUTTI FRUTTI	1000	4000	2000
NUMBER CHASER	4000	7E00	4000
TREASURE ISLAND	1000	8000	100D
NUMBER BUILDER	3400	7E00	4000
ICICLE WORKS - Saved in two parts			
	1000	4C00	
	A800	C800	1000

N.B. A useful tip is to save the code with a filename which includes the sys number. This will save you constantly refering to this sheet.

N.B. When a directory is taken of the disc it will appear rather strange with lots of stray numbers. This is quite normal and will not effect the performance of the programs. Under no circumstances try and save programs on the Wand disc.